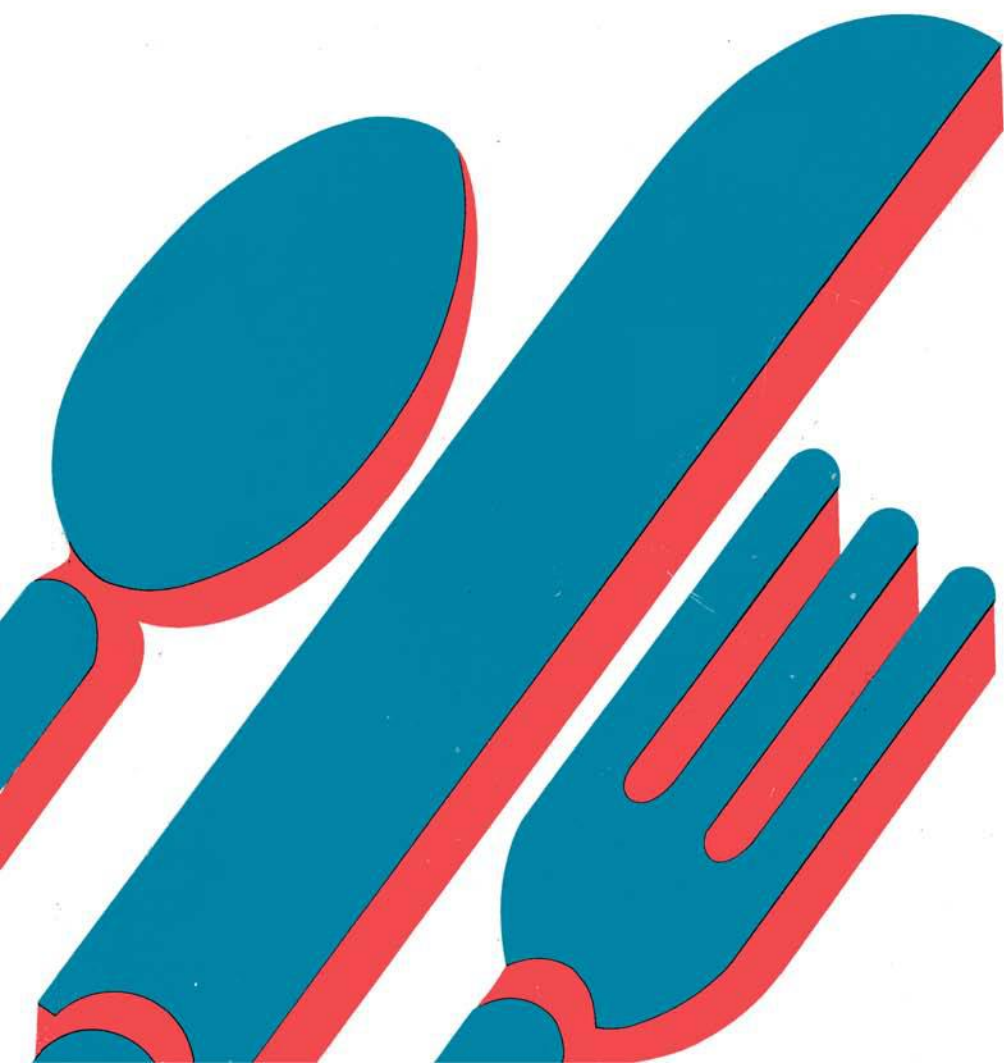


micro **COOKBOOK**

USER GUIDE



MICRO COOKBOOK USERS GUIDE APPLE II ProDOS

Apple IIc/IIe 128K, Mousetext, ProDOS

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PREFACE

MICRO COOKBOOK is both a "computerized cookbook series" and a recipe management system. It is a cookbook, since Virtual Combinatics is an electronic publisher and has included over 154 International recipes with the product. These recipes were carefully researched to provide interesting, fun and unusual meals based on common ingredients. Our version of many classic recipes are also included, since we know every cook is always searching for the ultimate veal picatta recipe.

MICRO COOKBOOK is a recipe management system since you can enter your own recipes, modify recipes and remove unwanted recipes. Your own individual cookbook diskettes can also be created. Recipes can be searched by recipe name, ingredient(s) and/or classification(s). They also can be adjusted up or down in serving size and your shopping list can easily be prepared.

This User Guide assumes that you have the complete MICRO COOKBOOK package. This package includes the MICRO COOKBOOK SOFTWARE diskette, the BASIC RECIPES diskette and this User Guide. The two diskettes may be distributed on one "floppy" diskette. Your Apple IIc or IIe should be fully functional with at least one disk drive.

This User Guide is very brief since MICRO COOKBOOK is so easy to use. This guide will, most likely, serve only as a reference in the future. The Introduction describes MICRO COOKBOOK and tells you how to get started. The Introduction should be read first.

Chapter 2 explains the basic retrieval functions and indices.

Chapter 3 describes more personalized features such as entering your own recipes, modifying existing recipes, removing unwanted recipes, and the product limitations.

Chapter 4 details the printing functions.

Chapter 5 details other MICRO COOKBOOK features including nutrition and calorie guides, cooking terms, food storage hints, etc. This chapter also details how to create your own recipe diskettes.

Chapter 6 explains the Application Environment. It details how you can run many programs from within this simple, user friendly environment. In addition, it details use of the Scratch Pad concept and its use.

Appendix A describes the error messages that may result from using MICRO COOKBOOK, their meaning, and subsequent actions to take.

Appendix B describes the Maintenance/reorganization facility provided with MICRO COOKBOOK, and how it can be used.

1982 Virtual Combinatics

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CHAPTER 1: AN INTRODUCTION

THE COMPUTER-AGE COOKBOOK

With Micro Cookbook your personal computer's full power can be put to use solving "real" daily problems, helping around the house. Micro Cookbook is the computer-age answer to meal planning and cooking requirements of today and beyond.

You probably have a recipe box or two bursting at the seams with an unknown and unmanaged quantity of recipes. You've probably purchased your previous cookbooks in a traditional medium (i.e. book). All that is behind you now, you are entering the age of home information management. Micro Cookbook is software that helps you manage, store, search and retrieve your recipe collection. Best of all, it is easy to use and involves no programming or computer knowledge to run.

WHAT CAN MICRO COOKBOOK DO?

Micro Cookbook can be used to answer, at computer speeds, the following types of questions:

- * I have chicken, tomatoes and onions--what can I make for dinner?
- * Blueberries are in season--what dessert recipes use blueberries?
- * I feel like having Mexican food tonight. I have onions, peppers and tomatoes--what recipes can I make?
- * How do I make Zucchini Parmesan?
- * What will I need to buy when shopping if I plan to make ...?
- * What does blanch mean?
- * How many calories are there in a can of tuna?

and much more.

Micro Cookbook can automatically adjust any recipe for smaller or larger serving sizes. It can also help manage your own recipe collection, allowing for the storage, search and retrieval of a personal recipe collection. The creation of individual separate Micro Cookbook recipe diskettes is also provided.

Whether using the BASIC RECIPE diskette supplied with the product, one of our optional additional chapters, or a recipe diskette created by the user, all the helpful and informative capabilities of the product are available.

WHAT EQUIPMENT DO I NEED?

To use Micro Cookbook you need:

A stock Apple IIc computer or an Apple IIe equipped with

- * 128K of memory (extended 80 column card)
- * The Mousetext video ROM
- * One disk drive

Two Micro Cookbook diskettes:

- * The Micro Cookbook SOFTWARE diskette
- * The Micro Cookbook BASIC+RECIPES diskette

Optionally Micro Cookbook will support

- * A printer to carry out printing functions
- * An Apple Mouse
- * A joystick
- * A hard disk for storing recipes and the software
- * Additional blank diskettes for creating cookbooks

BEFORE USING MICRO COOKBOOK

Micro Cookbook is distributed un-protected for your security and convenience. Before using the product PLEASE MAKE A BACKUP COPY of the SOFTWARE and BASIC RECIPES diskette. The ProDOS FILER program can be used for this purpose.

GETTING STARTED

Micro Cookbook is easy to use, however you should read the remaining sections in this and the following chapters to become more familiar with the product before giving it a try.

To start Micro Cookbook simply...

- * Insert the MICRO COOKBOOK SOFTWARE diskette in the built in disk drive (disk drive A on an Apple IIe).
- * Close the disk drive door.
- * Turn on the computer and the monitor.
- * The disk will click and whirl for a few seconds loading the program.
- * A lined screen will appear with a box on the left hand side of it. This is the Application Environment which allows you to run Micro Cookbook and most of your other programs by simply pointing to the program's description by the cursor direction keys or a mouse and pressing the RETURN key or clicking the mouse once.
- * To run Micro Cookbook, simply point to it and press RETURN.
- * The disk drive will click and whirl while Micro Cookbook is being loaded into the computer. A dialogue box will pop-up indicating this fact.
- * The lined Micro Cookbook logo screen will appear. This screen looks very much like the Application Environment screen. Micro Cookbook will search for a free disk drive and request with a dialogue box that the RECIPE diskette be inserted in this drive.
- * Take the SOFTWARE diskette out of the disk drive.
- * Turn it over (Micro Cookbook BASIC RECIPES label facing up) and insert the diskette in the requested disk drive.
- * Close the disk drive door.
- * Press any key to proceed.

The Micro Cookbook Main Menu will now be on the computer screen. You are now ready to run Micro Cookbook.

SCREENS, WINDOWS AND DIALOGUE BOXES

Micro Cookbook is, to use a computer term, menu-driven. This simply means a screen presents a series of choices from which you make your selection or "fill-in" the requested information. These screens can be either "full screen", meaning a whole screen is used to request information, or provide options, windows, which "pop-up" on top of a full screen providing additional functions not displayed on the full screen, or "dialogue windows" which pop-up indicating error messages, OK to proceed prompts or informational messages.

The Main menu depicted below is a good example of a menu-driven full screen.

M I C R O C O O K B O O K

Select a recipe directly (alternate serving size)

- 0 ENTER a new recipe
- 1 Select a recipe from the RECIPE index
- 2 Select a recipe from the INGREDIENT index
- 3 Select a recipe from the CLASSIFICATION index
- 4 Select recipes by INGREDIENT(S)/CLASSIFICATION(S)
- 5 Terminology, Measurements and Reference Sub-menu
- 6 PRINTING functions and SHOPPING LIST Sub-menu
- 7 HELP and information on Micro Cookbook functions

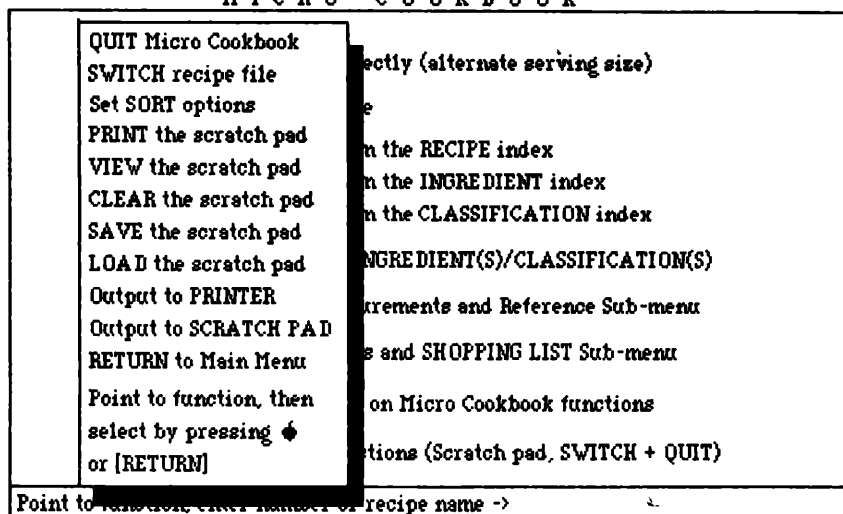
[ESC] Pop-up window functions (Scratch pad, SWITCH + QUIT)

Point to function, enter number or recipe name ->

The Main menu contains a list of functions and a corresponding number to press in order to select that function. Near the bottom of the screen is a blank area preceeded by an "->". This area can be used to enter responses directly. Look for the blinking cursor (underscore _). It is normally positioned where a direct response is to be entered.

A "pop-up" window, depicted on the following page, overlays the current full-screen, and provides additional functions or information about these functions that is not normally on the screen. The Pop-up windows operate in "point directed" mode which is described in the next section.

M I C R O C O O K B O O K

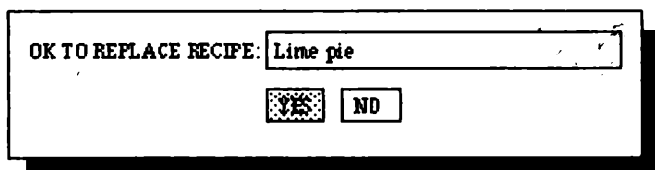


Example of a pop-up window

Notice that this pop-up window overlays the Main menu and provides functions not available on that menu. It was popped-up by pressing the ESC key (see the last function listed on the Main menu example).

A "dialogue box" pops-up on top of a full screen, a pop-up window or in some cases, on top of another dialogue box. A dialogue box, depicted below, will appear whenever one or more of the following conditions exist:

- * Additional information is required.
- * An error condition has been detected.
- * To provide "ARE YOU SURE ?" prompts.



Example of a dialogue box

The dialogue box will indicate the condition or message and what response Micro Cookbook requires.

MICRO COOKBOOK CONTROL METHOD

Micro Cookbook has two modes of operation; direct data entry and "point directed" control. Direct data entry is simply typing in data at the blinking cursor. In many cases it is like typing on a form. Entering a recipe name at the bottom of the main menu is a good example of this type of mode. Entering a number corresponding to the function desired is another. Most direct data entry is followed by pressing the RETURN key.

POINT DIRECTED control is another method of entering a choice without the bother of typing anything. Simply point at the desired item or function (in the case of a full screen menu, pop-up window or dialogue box) with the cursor direction keys or mouse and press the RETURN key. When using a mouse, the button can be clicked instead of pressing the RETURN key.

When an item or function is pointed at, a reverse box (highlight) will appear around it to indicate your position. An example of POINT DIRECTED control is pressing the LEFT cursor control key at the Main menu. "Pop up window functions (Scratch pad, SWITCH + QUIT)" will light up indicating your position, pressing the RETURN key will cause the function to be selected just as pressing the ESCAPE key would have in the direct mode.



Press the LEFT cursor control key.

[ESC] Pop up window functions (Scratch pad, SWITCH + QUIT)

If you happen to be using a mouse to direct Micro Cookbook, simply moving the mouse to the left or up would have the same effect as pressing the LEFT cursor control key. Clicking the mouse button has the same effect as pressing the RETURN key, i.e. the function will be selected.

MICRO COOKBOOK CONTROL KEYS

Micro Cookbook can easily be manipulated by a few special terminal keys or the mouse button. The special keys allow you to pop-up windows, select menu functions, maneuver within a given screen (so you need fill in only the relevant or necessary data input areas), proceed to the next screen, revert back to the previous screen, or print out the current screen.

Two keys to the left of your keyboard are very useful - CTRL (control) and ESC (escape). The control key is very similar to the shift key. By itself, it does nothing. When used in conjunction with 'C' or 'P', it means something special.

The open apple key, (located to the left of the space key), and the closed apple key, (located to the right of the space key), can be used to complete a function when operating in the direct data entry mode filling in a screen where the RETURN key normally completes the data input area and positions the cursor to the next input area. Prompts at the bottom of the screen will indicate when these keys are required.

The special keyboard keys and their mouse button equivalents are described below.

Cursor RIGHT	The cursor right key is used to position the cursor to the next character in the data input area. It is useful in general editing and for pointing to the desired function/item when operating in point directed mode.
Cursor LEFT	The cursor left key is used to position the cursor to the previous character entered in the data input area. It is useful for general editing and for pointing to the desired function/item when operating in point directed mode.
Cursor UP	The cursor up key is used to position to the last data input area. This key is useful for general editing and for pointing to the desired function/item when operating in point directed mode.
Cursor DOWN	The cursor down key is used to advance to the next data input area. This key is usefull for general editing and for pointing to the desired function/item when operating in point directed mode.
DELETE	The delete key will rub out the last character entered in the data input area. Should a typing mistake be made, simply press this key and retype the character.
CLOSED APPLE	The closed apple key is used to tell Micro Cookbook that you are done filling in the screen, regardless of what data input area you are positioned at. You will proceed to the next screen or perform the function. Clicking the mouse will also accomplish the same thing.
ESCAPE (ESC)	The escape key instructs Micro Cookbook to go back to the previous screen. This is usually the most recent screen displayed.

OPEN APPLE	The open apple key is processed the same as the escape key.
RETURN	<p>The return key is used to advance to the next data input area. If operating in point directed mode, pressing this key will select the function or item currently pointed at.</p> <p>Pressing the RETURN key at the data input area at the bottom of the Main menu will pop-in the name of the last recipe retrieved.</p>
CLICKING	Clicking (pressing the mouse button once quickly) has the same effect as pressing the RETURN or CLOSED APPLE keys.
MOVING the MOUSE	Moving the mouse forward, backwards, right and left has the same effect as pressing the cursor UP, DOWN, RIGHT and LEFT respectively.

CHAPTER 2: BASIC FUNCTIONS

This chapter introduces some of Micro Cookbook's basic but powerful rapid retrieval techniques.

THE MAIN MENU

Once Micro Cookbook has been started up, the Main menu will appear on the screen. A menu is used to present functions that Micro Cookbook can perform. Each function has a brief description to the left of a corresponding number which can be entered to select that function. The Main menu also has a blank data input area at the bottom of the screen (after "->"). The blinking cursor will be positioned here.

The Main menu is used:

- * to directly retrieve a known recipe by name and serving size
- * to add a recipe to Micro Cookbook
- * to present indices (recipe, ingredient and classification) from which you can choose a recipe
- * to "call up" the reference, printing and help sub-menus
- * to "call up" the main menu pop-up window providing additional functions

RETRIEVING A RECIPE

To retrieve a recipe at the Main menu, simply type in the recipe name followed by the RETURN key at the blinking cursor in the data input area at the bottom of the Main menu. Micro Cookbook will search for the recipe and retrieve the recipe if it exists. If the recipe can not be found, a dialogue box will inform you.

A recipe is presented on two screens. The ingredients required to prepare the recipe will be displayed on the first screen, and the directions will appear on the second screen. To display the directions screen, simply point to the DIRECTIONS box on the bottom of the first screen with the cursor direction keys or a mouse and press the RETURN key or click the mouse. Pressing the escape key (ESC) will revert back to the first recipe screen. Pressing the escape key again will bring back the Main menu.

A recipe can also be retrieved from the data input areas on the Sub-menus and from a recipe index.

Select a recipe directly (alternate serving size) :

- 0 ENTER a new recipe
- 1 Select a recipe from the RECIPE index
- 2 Select a recipe from the INGREDIENT index
- 3 Select a recipe from the CLASSIFICATION index
- 4 Select recipes by INGREDIENT(S)/CLASSIFICATION(S)
- 5 Terminology, Measurements and Reference Sub-menu
- 6 PRINTING functions and SHOPPING LIST Sub-menu
- 7 HELP and information on Micro Cookbook functions

[ESC] Pop-up window functions (Scratch pad, SWITCH + QUIT)

Point to function, enter number or recipe name -> **zucchini parmesan** ↙

Retrieving a recipe from the Main menu

ADJUSTING THE SERVING SIZE

Micro Cookbook can automatically adjust the various quantities of ingredients found in any recipe up or down to an alternate serving size. This is accomplished by explicitly requesting a serving size when the recipe name is entered (requesting alternate serving size for a recipe can also be accomplished while that recipe is being displayed through the use of the FUNCTIONS pop-up window). To alter the serving size simply type the recipe name followed by a left parenthesis "(" and the desired serving size.

-> zucchini parmesan(12 (RETURN)

Micro Cookbook will display the recipe with the ingredients adjusted to serve twelve people. The ingredients are adjusted proportionally but this type of quantity adjustment may not be applicable to all recipe ingredients.

SEARCHING ACROSS MULTIPLE RECIPE FILES

Micro Cookbook can search serially (one then another) across up to eight recipe files for a given recipe. This technique can be used to view various versions of a particular recipe, or locate a recipe that resides on a file other than the one currently active. The CONFIG function discussed in Chapter 6 details how to define primary and secondary recipe drives and paths in a priority sequence.

To search for a specific recipe across several recipe files, simply precede the recipe name with the NUMBER SIGN "#". For example, to locate all "ZUCCHINI PARMESAN" recipes, enter:

-> #zucchini parmesan (RETURN)

Micro Cookbook will first search the primary file, volume or path for the requested recipe. If the recipe is not found, it will proceed to the next file, volume or path defined. If the recipe is found, it will be presented on the screen. The GLOBAL search can be terminated at any time by pressing the ESCAPE key. By entering any other key the program will continue the search until it locates the recipe or completes the search. Your Micro Cookbook should be set-up to use this function (see Chapter 6- Micro Cookbook set-up).

PATTERN RECOGNITION STRING

Micro Cookbook provides a pattern recognition capability that allows greater flexibility when searching the recipe collection if the exact spelling of the item being searched for is not known. The ASTERISK "*", the GREATER THAN ">", the LESS THAN "<" and the NOT "" characters are special characters that can be used with a recipe, ingredient or classification name or part of a recipe, ingredient or classification name.

The ASTERISK "*"

An * in a recipe, ingredient or classification name indicates that any characters can occupy that character position in the name. A pattern will follow or proceed the asterisk. For instance, to find all recipes beginning with the characters "CH", enter:

-> CH* (RETURN)

To find all recipes that contain the characters "CH", enter:

-> *CH (RETURN)

To find all recipes that contain the characters "CH" followed by "MAR" enter:

-> *CH*MAR (RETURN)

This type of search would find such recipes as "CHicken MARengo".

The GREATER ">" and LESS than "<" Characters

Preceding a recipe, ingredient or classification with a ">" or "<" will instruct Micro Cookbook to search for recipes greater than or less than the characters following the symbol.

To select recipes alphabetically greater than "T", enter:

-> >T (RETURN)

The NOT "^" Character

Preceding an ingredient or classification name with a "^" will instruct Micro Cookbook to search for ingredients or classifications NOT the same as the following characters.


To select recipes not containing SALT, enter:

-> ^SALT (RETURN)

SPECIAL MAIN MENU COMMANDS

By pressing the ESCAPE key (ESC), or pointing to the Pop-up window function by point direction at the Main menu, a pop-up window will appear. Within that window are a number of functions that can be carried out. Most of these activities relate to the scratch-pad supported by the Application Environment. See Chapter 6 for details.

M I C R O C O O K B O O K

<p>QUIT Micro Cookbook SWITCH recipe file Set SORT options PRINT the scratch pad VIEW the scratch pad CLEAR the scratch pad SAVE the scratch pad LOAD the scratch pad Output to PRINTER Output to SCRATCH PAD RETURN to Main Menu Point to function, then select by pressing  or (RETURN)</p>	<p>ectly (alternate serving size) e n the RECIPE index n the INGREDIENT index n the CLASSIFICATION index NGREDIENT(S)/CLASSIFICATION(S) rements and Reference Sub-menu s and SHOPPING LIST Sub-menu on Micro Cookbook functions tions (Scratch pad, SWITCH + QUIT)</p>
<p>Point to function, enter number or recipe name -></p>	

The Main menu Pop-up window

The following commands can be directly entered into the data input area on the Main menu:

QUIT - typing quit at the Main menu will terminate Micro Cookbook and return to the Application Environment. It is advised that quit be used to end, since it forces an orderly shutdown of the application assuring that the files are closed.

SWITCH - Typing switch at the Main menu instructs Micro Cookbook to switch looking at the current recipe file, volume or path and start looking at another. The default screen will appear and a new file, volume or path can be selected by pointing. The switch command must be used when simply removing one diskette and replacing it with another.

PRINTING A SCREEN IMAGE OR RECIPE

Often it is desirable to have a paper copy of the recipe that you are making or a printout of any screen. This is especially true if your computer is not located in the kitchen. Micro Cookbook provides many useful print functions most of which are detailed in Chapter 4.

To print a specific recipe or any screen image press CTRL and P. To use this function, a printer must be connected to your computer.

A specialized recipe print function for printing recipes is provided on the Recipe Functions pop-up window. This print function is normally more suitable and convenient for printing recipes, more details are provided in Chapter 3.

NOTE: Micro Cookbook allows the definition of printer control characters. These characters can be used to determine the character font, spacing, etc. The Application Environment issues both a carriage return and a line feed when printing. This may cause double spacing. Refer to Chapter 6 AE Set-up for more details.

INDICES

Micro Cookbook manages recipe data so that the recipe collection can be searched very rapidly. In order to provide this powerful search and retrieval, the program maintains several indices which relate to the recipe data. Each recipe, ingredient and classification is stored in an index. These indices are available for use in selecting recipes.

Each index screen contains the names of up to 54 items, appearing in three vertical columns. The item names appearing on the index depend on the type of index selected; either Recipe, Ingredient or Classification.

Select the index desired from the Main menu by one of the two following methods:

- * by entering the function number of the index corresponding to your choice (number 1 for RECIPE index, 2 for INGREDIENT index, or 3 for CLASSIFICATION index), and select the function by pressing the RETURN key or clicking the mouse.
- * point to the desired index by point direction, using the cursor control keys or moving the mouse, select your choice by pressing the RETURN key or clicking the mouse.

The index selected will be displayed in one or more screens as depicted in the example on the following page. Items on each index are stored in random order for increased retrieval speed. The first time an index is requested it will be sorted in alphabetical order before being displayed.

SELECT FROM INDEX

AIOLI SAUCE	CHICKEN MARENGO	GAZPACHO
ALMOND CHICKEN	CHILI CON CARNE	GUACAMOLE
AVOCADO DIP	CHICKEN PROVENCALE	HOT DOG PROVENCALE
BAKED SHRIMP	CHINA PEPPER STEAK	HOLLANDAISE SAUCE
BASIL TOMATOES	CHICKEN ROSEMARY	HONEYED CHICKEN
BEEF RELLENOS	CORN FRITTERS	HSIN-MIN SHRIMP
BEEF ENCHILADAS	CURRIED RICE	ICY MELON FREEZE
BERNAISE SAUCE	CUCUMBER SOUP	KASHA SALAD
BORSCHT	DUCK A L'ORANGE	LASAGNA
CAPER BUTTER SAUCE	EGGS FLORENTINE	LEMON BROCCOLI
CHINESE VEGETABLES	EGGPLANT NAPOLI	LEMON SOUFFLE
CHICKEN CACCIATORE	EGG FOO YONG	LEMON MERINGUE PIE
CHILIES RELLENOS	FETTUCCHINE ALFREDO	LONDON BROIL
CHICKEN MARENGO	FRIED RICE	MEXICAN RICE

Point to item or enter item name ->

Index Screen - select from index

Each index allows four options

- * Enter the item name (either a recipe, ingredient or classification name depending on the type of index) or a pattern recognition string at the data input area at the bottom of the screen where the blinking cursor is located and retrieve the desired item or a more qualified index.
- * Select an item name (either recipe, ingredient or classification depending on the type of index) by point direction and retrieve the item by pressing the RETURN key or clicking the mouse.
- * Press the RETURN key or click the mouse to obtain the next index screen.
- * Press the ESCAPE key to terminate the index and return to the Main menu.

The example above illustrates using point direction to select a recipe from the Recipe Index. ALMOND CHICKEN has been pointed to via point direction. Pressing the RETURN key or clicking the mouse would retrieve this recipe. Pressing ESCAPE while viewing the recipe would bring back this index with the last position marked. Using this method one could "page" through the entire index.

CHAPTER 3: GETTING A LITTLE DEEPER IN COOKBOOK

This chapter begins with a description of the basic recipe display and details the Recipe Pop-up Window functions allowing instant adjustment of serving size, recipe modification or removal and other functions. The most powerful search and retrieval capability, select by classification and/or ingredient(s), is detailed and the chapter closes with some helpful hints and the product limitations.

THE RECIPE DISPLAY

Micro Cookbook displays a recipe using one or two screens. The first screen contains the recipe serving size, cooking time, classifications, and a series of fifteen fields describing the ingredients. The ingredients are described by their quantity, unit of measure for the quantity, preparation and the ingredient name.

The second screen contains the directions for making the recipe. To "flip" between the two screens point to the box marked DIRECTIONS or INGREDIENTS by point direction and select the screen by pressing RETURN or clicking the mouse.

Examples of the first and second recipe screens follow.

Z U C C H I N I P A R M E S A N

Serves/makes: 4		Classifications: Entree		Italian
Cooking time: 20 min		Meatless		
Quantity	Measure	Preparation	Ingredients	
1/2	cup	grated	cheese	
8	medium	sliced	zucchini	
2	tbl	chopped	onion	
1	large	clove	garlic	
1	tbl		salt	
1/4	tsp		pepper	
1/4	tsp		oregano	
1/4	tsp		rosemary	
4	cups	peeled	tomato	
1/4	cup		olive oil	

Functions

Directions

The first recipe screen

Z U C C H I N I P A R M E S A N

Heat oil in a large skillet. Add zucchini, onion, parsley, garlic, salt, pepper, oregano and rosemary.

Saute' zucchini over a medium heat, stirring often, until zucchini is tender (about 20 minutes).

Toss in clopped tomatoes and continue to saute' until tomatoes are thoroughly heated (about 5 minutes).

Turn mixture into serving dish; sprinkle with parmesan cheese.

Functions


Ingredients

The second recipe screen

RECIPE DISPLAY POP-UP FUNCTIONS

By pointing to the word **FUNCTIONS** at the bottom of each recipe display screen and pressing **RETURN** or clicking the mouse, the Recipe Pop-up Window will appear. These functions can be used to adjust serving size, modify the recipe, remove the recipe, print the recipe, return to the Main menu, or transfer the recipe to another file. An example of the Recipe Pop-up Window is depicted below.

Z U C C H I N I P A R M E S A N

Se	recipe DIRECTIONS	Classifications: Entree	Italian
Co	Alter SERVING SIZE	Meatless	
Q	PRINT the recipe	Preparation	Ingredients
	Add to SHOPPING LIST	grated	cheese
	MODIFY the recipe	sliced	zucchini
	RENAME the recipe	chopped	onion
	REMOVE the recipe	clove	garlic
	TRANSFER the recipe		salt
	Return to MAIN menu		pepper
			oregano
	Point to the function.		rosemary
	Press  or [RETURN] to	peeled	tomato
	select it.		olive oil

Functions

Directions

Each function provided by the Recipe Pop-up Window is detailed below, they are selected by point direction, pointing at the desired function using the cursor control keys or moving the mouse and selecting the choice by pressing the RETURN key or clicking the mouse.

RECIPE DIRECTIONS. The recipe directions screen will be displayed by selecting this function.

ALTER SERVING SIZE. This function allows the altering of recipe serving size. A dialogue box will appear requesting the new serving size. Enter the new serving size followed by RETURN and the recipe will be redisplayed with the ingredient quantities adjusted for the specified number of servings.

PRINT THE RECIPE. This function allows printing of both recipe screens, ingredient and directions, at one time.

ADD TO SHOPPING LIST. This function will transfer the name of the recipe currently being displayed to the shopping list function. This is especially useful since the recipe name does not have to be remembered or retyped when the shopping list function is selected. Simply select this function and the rest is done automatically.

MODIFY THE RECIPE. This function allows the recipe currently being displayed to be modified and replaced on the file. Selecting modify will bring up a preformatted ingredients and directions screen with all of the data input areas filled in with the recipe data. Any of the data can be altered except the recipe name. Maneuver about the screen using the RETURN key, the cursor direction key or the mouse entering or changing any field desired. More details about using this preformatted screen is provided in the ENTER A NEW RECIPE function detailed later in this chapter.

RENAME THE RECIPE. This function allows the recipe name to be changed, all the ingredient and classification referenced in the indices are also changed to reference the new recipe name. Selecting this function will cause a dialogue box to pop-up requesting the new name for the recipe. Enter the new name in the data input area provided and initiate the function. If the new recipe name is already in use a dialogue box will pop-up indicating this fact.

REMOVE THE RECIPE. This function allows the recipe plus all ingredient and classification references to it to be removed from the file. Selecting this function will cause a dialogue box to appear asking "ARE YOU SURE?", respond either yes or no by point direction, and select the choice by pressing the RETURN key or clicking the mouse. Removing a recipe is permanent so use with caution.

TRANSFER THE RECIPE. This function allows the recipe displayed to be transferred from the current recipe file to another recipe file. The transfer places a copy of the recipe on the new file and does not erase the original. The transfer is really a copy of the recipe to a new file. Selecting this function will cause a dialogue box to pop-up requesting the prefix of the recipe file where the recipe is to be transferred to. Enter the prefix followed by pressing the RETURN key.

RETURN TO THE MAIN MENU. This function will cause control to be passed to the Main menu. Selecting this function bypasses the return to an index if the recipe selection was made from an index.

Most functions on the Recipe pop-up window produce dialogue boxes which are self explanatory and will provide or request all necessary information to properly perform the function.

ENTERING A RECIPE

Micro Cookbook provides for the entry and storage of recipes. The BASIC RECIPES supplied with the product were all entered through this function. Once a recipe has been entered they can be searched and retrieved like any other recipe.

Almost any name can be used for a recipe, providing it is not greater than 24 characters and does not contain pattern recognition characters ("*", ">", "<", "^", or "(") or the Micro Cookbook command names: QUIT and SWITCH.

Entering a recipe is as simple as filling in one or two pre-formatted screens similar to the recipe display screens. An example of the first recipe entry screen is depicted below.

Recipe name: Zucchini Parmesan

Serves/makes: 4		Classifications: Entree		Italian
Cooking time: 20 min		Meatless		
Quantity	Measure	Preparation	Ingredients	
1/2	cup	grated	cheese	
8	medium	sliced	zucchini	
2	tbl			

Press  to proceed

Press [ESC] for Main menu

To enter a recipe, select function number 0 (ENTER a new recipe) from the Main menu by entering number 1 or pointing to the function by point direction and selecting the function by pressing the RETURN key or clicking the mouse.

The first of two screens will appear. The first screen (the INGREDIENTS screen) contains many data input areas where recipe name, number of servings, classifications and ingredients can be entered. The second screen (the DIRECTIONS screen) is a full screen window, or one large data input area.

When the ingredients screen first appears the cursor (blinking _) will be positioned at the first data input area, Recipe name. Type the name of the recipe followed by the RETURN key. Pressing the RETURN key after recipe name positions the cursor to the next data input area, Serving size. Enter the number of servings followed by the RETURN key.

Pressing the RETURN key at any data input area will cause the cursor to skip to the next data input area in sequence. Pressing the cursor control keys or moving the mouse will position the cursor at any data input area desired.

Four classifications are allowed per recipe. Typical classifications are Mexican, side-dish, entree, appetizer, meatless, hot, quick, low cal, etc. The classifications are really keywords used to retrieve recipes as a class and can be anything the user wishes.

Quantity, measure, preparation and ingredient are repeating data input areas occurring fifteen times. An example of two lines of these ingredient fields are depicted in the previous example.

When completed filling in the Ingredients screen, press the CLOSED APPLE key to proceed to the recipe Directions screen. If the last ingredient field on the Ingredients screen was filled in followed by the RETURN key the Directions screen would automatically be brought up. The bottom line of the screen instructs what keys to press.

The Directions screen is used to describe how to make the recipe. It is a full screen window (one large data input area). The cursor will be positioned at the upper left corner of the screen. The cursor can be moved by the cursor direction keys or moving the mouse. When completed filling in the screen, press the CLOSED APPLE key to store the recipe in the current recipe file.

Pressing the ESCAPE key will revert back to the Ingredients screen, however all the data entered on the directions screen will be lost.

SELECTING RECIPES BY CLASS AND INGREDIENT

Micro Cookbook features a useful multiple classification and/or ingredient search capability. This type of search can be used to find:

- * Non-salted entrees
- * meatless Italian dishes that use zucchini and onion
- * Mexican entrees

To perform this type of search, select function 4 "Select recipe by CLASSIFICATION/INGREDIENT" from the Main menu by entering number 4, or by point direction and pressing the RETURN key or clicking the mouse.

A screen will appear with several data input areas. The cursor will be positioned at the first classification data input area. Enter a classification name, if desired, followed by the RETURN key. Two classification names and up to five ingredient names can be entered.

Data input areas can be bypassed by pressing the RETURN key, using the cursor control keys or moving the mouse. When the desired names have been entered, initiate the search by pressing the CLOSED APPLE key.

Micro Cookbook will rapidly search the recipe file and report on the number of recipes that have met all of the requested criteria. The number of recipes that have been selected will appear in a pop-up dialogue box. Press any key to display a qualified recipe index of these recipes.

Classifications and ingredients can be prefixed by the NOT pattern string but cannot use the ASTERISK, GREATER or LESS THAN pattern string.

HELPFUL HINTS

To facilitate the use and enjoyment of Micro Cookbook the following hints have been provided to follow when using the recipe entry and modification functions.

- * Name the ingredients in a consistent manner (i.e.) carrot for both carrot and carrots).
- * Identify commonality in classifications; be consistent.
- * Attempt to enter recipes as correct as possible. Modifying a recipe temporarily wastes space on the file until the RECIPE file is reorganized. (see APPENDIX B).
- * Never open the disk drive door while the disk is in use.

- * Never prematurely terminate Micro Cookbook while it is updating a recipe file. Use the "QUIT" command as a means to end Micro Cookbook.
- * Your time and creativity has been spent entering recipes- back them up often and use high quality diskettes.

STORAGE CAPACITY, LIMITATIONS

A Micro Cookbook RECIPE file or diskette can store up to 255 recipe. The number of recipes that will actually fit depends on several factors including:

- * The quantity of data entered for each recipe.
- * The amount of unique ingredients used in each recipe file or diskette (a maximum of 255 per file).
- * The amount of unique recipe classifications used in each recipe file. (a maximum of 60 per file).
- * The number of recipe modified, renamed, removed or entered.

Modifying existing recipes can render some of the space allocated for recipe storage unusable. This space can be recovered by running the Maintenance/Reorganization facility described in APPENDIX B.

Micro Cookbook provides for the creation of new RECIPE files or diskettes. If the recipe collection being entered is very large, groups of similar recipes (a classification) should be placed on an individual file or diskette.

CHAPTER 4: PRINTING FUNCTIONS

Micro Cookbook provides several useful print functions which are described in this chapter.

Printer output is normally directed to Port 1 (Slot 1 on the Ile). Micro Cookbook allows the definition of printer leading and trailing control characters called a protocol to be used in making the proper interface between the printer and the program. The Application Environment Set-up function detailed in Chapter 6 provides information regarding setting up the proper printer protocol to control spacing, character fonts, etc.

THE PRINTING FUNCTIONS SUB MENU

The Print Functions Sub-menu is subordinate to the Main menu and is used to:

- * Automatically generate a shopping list
- * Print an index of recipes
- * Print an index of ingredients and classifications.

The Printing Functions Sub-menu can be reached by selecting function number 6 from the Main menu by entering the number 6 or selecting the function by point direction. Once at the Printing Sub-menu the Main menu can be recalled by pressing the ESCAPE key.

PRINTING A SHOPPING LIST

By selecting function number 1 from the Printing Functions Sub-menu, by either typing number 1 or selecting the "print a SHOPPING LIST" by point direction, a shopping list containing the ingredients for the selected recipes will be prepared.

A screen will be displayed which contains two sets of data input areas. The first set is used to enter the names of the recipes followed by their serving size, the second set is used to enter the names of other items that you may want to purchase on the same shopping trip.

If recipe names were selected for inclusion in the shopping list by selecting the "Add to SHOPPING LIST" function on the Recipe Pop-up Window, these recipe names will appear already entered on the left data input areas when the Shopping list screen is displayed.

Enter the names of any recipe and additional items in the data input areas followed by the RETURN key after each name or item. To skip over data input areas press the RETURN key, use the cursor control keys or move the mouse.

When all the data input areas have been filled in for this shopping list press the CLOSED APPLE key to start the process. Micro Cookbook will rapidly evaluate the recipe ingredient requirements and summarize the ingredients that will be needed. Make sure the printer is turned on unless the print is being routed to the scratch pad (see details in Chapter 6).

ADJUSTING SERVING SIZE ON SHOPPING LIST

To adjust the serving size of a recipe on the shopping list function follow the recipe name with a "<" and the serving size as depicted in the following example:

ZUCCHINI PARMESAN<12

PRINTING THE INDICES

The recipe, ingredient and classification indices can be printed from the Printing function Sub-menu. Enter the corresponding function number (2,3 or 4) for the Index desired, or point to the desired index by point direction. Select the index by pressing the RETURN key or clicking the mouse.

The selected index will be printed unless the printer output is routed to the scratch pad (see Chapter 6 for additional details).

PRINTING A SCREEN IMAGE

Pressing the CONTROL key (CTRL) and then P will print the current screen being displayed (less any graphics characters) unless the print is routed to the scratch pad.

CHAPTER 5: REFERENCE, HELP AND CREATE

Micro Cookbook comes complete with invaluable reference material including a calorie and nutrition guide, measurement tables, food buying/storage hints and more. This chapter highlights these features, and also details how to create a new RECIPE file or diskette.

THE REFERENCE SUB-MENU

The Reference Sub-menu is subordinate to the Main menu. It can be used to access the following type of reference information:

- * Various glossaries: cooking, combination and preparation terms.
- * Calorie and nutrition guides for fruits, vegetables, meat, poultry and fish.
- * Measurements/equivalence tables and food buying/storage hints.

The reference Functions Sub-menu is reached by selecting function number 5 from the Main menu by entering number 5 or pointing to "Terminology, Measurements and Reference Sub-menu" by point direction. Select the function by pressing the RETURN key or clicking the mouse.

Select the reference screen desired by entering the function number corresponding to its description on the Reference Function Sub-menu or by point direction, select the reference screen by pressing the RETURN key or clicking the mouse.

HELP AND INFORMATION POP-UP WINDOW

Micro Cookbook provides a pop-up window from which HELP and information about functions found in the product can be provided on-line. To retrieve the HELP Pop-up Window enter function number 7 from the main menu or point to the "HELP and information.." by point direction. Select the HELP function by pressing the RETURN key or clicking the mouse.

The HELP pop-up window will appear containing descriptions of the help screens provided. Select the desired Help screen by point direction and pressing the RETURN key or clicking the mouse. Press any key to exit the Help screen and re-activate the HELP pop-up window.

CREATING YOUR OWN COOKBOOKS

Micro Cookbook allows the creation of personalized cookbook files or diskettes. Each newly created file can store up to 255 recipes. The CREATE program has been included on the Micro Cookbook SOFTWARE diskette and is set up to run by point direction from the Application Environment.

To create a cookbook RECIPE file/diskette:

- * Start up the Micro Cookbook Application Environment following the normal procedure for running Micro Cookbook, but instead of selecting "MICRO COOKBOOK" select "CREATE a new recipe file". Point to this function with the cursor control keys or moving the mouse and selecting it by pressing the RETURN key or clicking the mouse.
- * The CREATE program will load and prompt for a blank diskette to be inserted in an available disk drive.
- * Remove the Micro Cookbook SOFTWARE diskette and insert a blank diskette in the requested disk drive.
- * Two options will be prompted for by the CREATE program: PREFIX: [COOKBOOK] is the first. If planning to maintain several recipe files, it is advisable to name the RECIPE volumes with descriptive names ("/Desserts/") These names can be used during the Micro Cookbook Set-up function (See chapter 6).

Medium (F=floppy disk,H=hard disk) [F] is the second.
The default is floppy disk.

To select the default press the RETURN key for each prompt or enter the desired value followed by the RETURN key.

- * Press any key when ready to run the create process. Be sure that a blank diskette is in the requested disk drive since the create process will format and completely overwrite the diskette.

When the CREATE program runs, the disk drive will whirl and clang for a while, setting up the new RECIPE file. Once the process is completed a message will be displayed. The new RECIPE file or diskette can now be used to store recipes.

CHAPTER 6: APPLICATION ENVIRONMENT

This chapter describes what the Application Environment is and how to use it. It details the Micro Cookbook Main menu pop-up window functions including using the "scratch pad" area.

THE APPLICATION ENVIRONMENT

The Application Environment is a program that resides between the operating system (ProDOS) and the user. The Micro Cookbook product line consists of many programs and integrated components. Each of these programs can be run without having to deal with any complicated operating system principles and command syntax, thanks to the Application Environment.

Many favorite programs can be defined to the Application Environment by the AE Set-up function so they can be run as easily as the Micro Cookbook family of programs.

The Application Environment also supports the passing of information between programs in the Micro Cookbook product line, as well as the passing of information between Micro Cookbook and other programs such as word processors, filing systems and spreadsheets. The passing of information between programs is accomplished by the "scratch pad" concept.

The Scratch Pad is an area of memory allocated by the Application Environment to save output which would normally go to the printer. The scratch pad can be written to a disk file which could then in turn be read by programs external to the Micro Cookbook programs.

HOW IT WORKS

The Application Environment manages all communication between a Micro Cookbook program and external devices such as printers, keyboard, display monitor or disk drives.

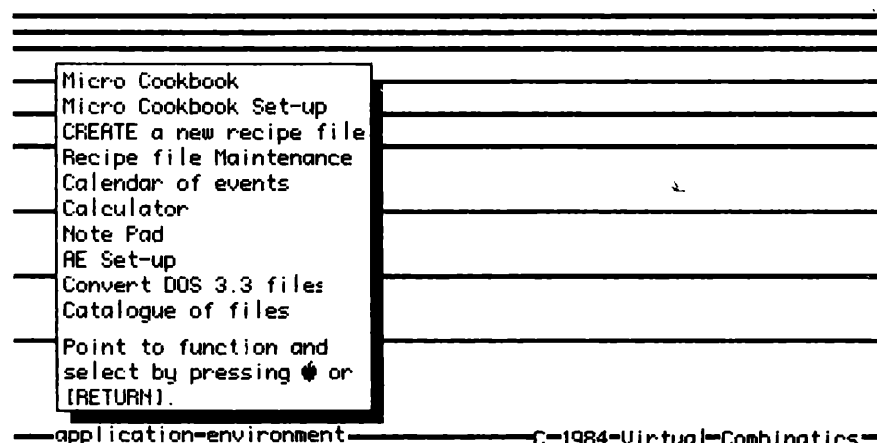
Since it controls output to the printer, certain output can be easily directed to an area of computer memory. With the scratch pad many printouts can be put in a file for either displaying on the computer screen at a later time, saving on a disk file or printing all at once in a single unit. Of course all or several of these functions can be accomplished.

The AE Set-up function allows the definition of a program name or description to place in the AE window. Once set-up the AE will make running any program as simple as pointing and selecting.

AE AND HOW TO USE IT

AE works by point directed control only. To select a function point to it by using the cursor control keys or mouse. Then select the function by pressing the RETURN key or clicking the mouse.

The Application Environment is distributed "set-up" with all the Micro Cookbook programs plus some others. Any program description displayed on the AE window can be changed or customized. We suggest that you leave the programs relating to Micro Cookbook the way they are on the SOFTWARE diskette. Make a copy of AE and modify it to describe other programs that you wish to run using the Application Environment. Below is a depiction of the AE screen.



AE lead screen

To return to ProDOS, or otherwise end the Application Environment simply press the ESCAPE key (ESC).

CATALOG OF FILES. Selecting the catalog of files from the AE window will produce a Catalog Pop-up Window containing a listing of the files under the current path. A data input area at the top of the pop-up window allows changing the path. Simply enter the new path followed by the RETURN key and the Catalogue pop-up will display a list of files under the new path.

A program can be run, or a path exploded (listed) by pointing to the program or path by point direction using the cursor control keys or moving the mouse. Select the program or path by pressing the RETURN key or clicking the mouse.

APPLICATION ENVIRONMENT SET-UP

To change the information in the Application Environment window point to the AE Set-up function on the AE window and select it by pressing the RETURN key or clicking the mouse. A series of three screens will be displayed.

The first screen is a full screen menu type screen where the desired set-up functions can be chosen by point direction. These functions are detailed below:

HELP AND INFORMATION ABOUT AE SET-UP. Selecting this function will produce a series of screens which provide information about the AE set-up process.

SET KEYBOARD AND MOUSE PARAMETERS. Selection this function will produce a direct entry mode screen with many data input areas used to define or redefine the control keys, cursor shape, or cursor throb rate. It also enables the use of a mouse with the product and sets mouse sensitivity to movement.

SET THE APPLICATION ENVIRONMENT PROGRAMS. Selecting this function will produce a series of direct entry mode screens with many data input areas used to define the programs in the AE window. This screen is depicted below:

APPLICATION ENVIRONMENT PROGRAMS

Description	Descriptive Volume Name	Slot	Drive	Params
Micro Cookbook	MICRO COOKBOOK SOFTWARE	6	1	/C
/Path 1/ /TEST/COOKBOOK				
Micro Cookbook Set-up	MICRO COOKBOOK SOFTWARE	6	1	
/Path 1/ /COOKBOOK/MCBCONFIG.OUR				
CREATE a new recipe file	MICRO COOKBOOK SOFTWARE	6	1	
/Path 1/ /COOKBOOK/CREATE				
Recipe file Maintenance	MICRO COOKBOOK SOFTWARE	6	1	
/Path 1/ /COOKBOOK/MAITENANCE				

Set-up Application Environment Programs

The PARAMS data input areas are used to pass options to AE about dealing with display control, memory usage and default path prefix. The options and their meaning follow:

- /4 - Sets the monitor to display on 40 column mode.
- /C - Clears the video refresh prior to running.
- /R - Re-installs the RAM drive, the program can not return to AE.
- /P - Sets the default prefix path prior to running program.

The Description data input areas are used to provide AE with the name it is to display in the AE Window.

The Path data input areas are used to provide AE with the path and program name to run associated with the Description in the AE Window.

Slot and Drive have been left for future expansion.

SET UP THE PRINTER PARAMETERS. Selecting this function will produce a direct entry mode screen with many data input areas used to interface the printer with Micro Cookbook and AE. The following depicts the Printer parameters screen.

SET UP PRINTER PARAMETERS

Field	Value Range	Description
line width: <input type="text" value="080"/>	N 1-255	Determines line width for printer
baud rate: <input type="text" value="14"/>	D 1-15	Determines the baud rate. Common values 3=110 6=300 8=1200 10=9600 14=9600
data format: <input type="text" value="4"/>	D 0-7	Determines number of data/stop bits
echo print: <input type="text" value="N"/>	Y/N	Echo printer output on screen (Y=yes)
line feed: <input type="text" value="N"/>	Y/N	Generate line feed after C return
protocol: <input type="text" value="032"/> <input type="text" value="032"/> <input type="text" value="032"/> <input type="text" value="032"/>	0-255	6-character lead protocol issued when printing. ASCII characters.

Set-up the Printer Parameters

The description of each field provide all the necessary information for entering the required values. The defaults are for the Image Writer printer with built in Serial interface.

THE MAIN MENU POP-UP WINDOW

The Main menu pop-up window is obtained by pressing the ESCAPE key (ESC) or selecting the function by point direction from the Main menu as described in Chapter 2. This pop-up window provides a whole host of functions that can be selected by point direction.

Most of the functions available deal with using the Scratch Pad area, such as directing print to the scratch pad, directing print back to the printer, saving the scratch pad on a disk file, loading a scratch pad that was saved on disk file, displaying the scratch pad on the screen and printing the contents of the scratch pad. The Main menu pop-up is depicted below:

M I C R O C O O K B O O K

QUIT Micro Cookbook	
SWITCH recipe file	ectly (alternate serving size)
Set SORT options	e
PRINT the scratch pad	n the RECIPE index
VIEW the scratch pad	n the INGREDIENT index
CLEAR the scratch pad	n the CLASSIFICATION index
SAVE the scratch pad	NGREDIENT(S)/CLASSIFICATION(S)
LOAD the scratch pad	Measurements and Reference Sub-menu
Output to PRINTER	s and SHOPPING LIST Sub-menu
Output to SCRATCH PAD	on Micro Cookbook functions
RETURN to Main Menu	tions (Scratch pad, SWITCH + QUIT)
Point to function, then select by pressing ϕ or [RETURN]	
Point to function, enter number or recipe name ->	

The Main menu pop-up window

Some of the other important functions that can be carried out from the pop-up window are detailed below:

- * QUIT Micro Cookbook. To end the Micro Cookbook program and return to the Application Environment simply point to the QUIT Micro Cookbook function and press the RETURN key or click the mouse.
- * SWITCH recipe file. To switch Micro Cookbook from using the current recipe disk drive or path to a new recipe drive or path, select the SWITCH function by point direction and press the RETURN key or click the mouse.

Another window will pop-up containing the disk drives and/or paths that were defined to Micro Cookbook during the Micro Cookbook Set-up function detailed in this chapter.

- * Select the desired disk drive or path by point direction and select it by pressing the RETURN key or clicking the mouse. Pressing the ESCAPE key (ESC) will quit the SWITCH process and return control to the pop-up window.
- * RETURN to the Main menu. To return to the Main menu point to this function by point direction and select it by pressing the RETURN key or clicking the mouse. The pop-up window will disappear and the Main menu will become active.
- * Set SORT options. To turn off the index sort, or turn it on if currently off, select this function. With the sort option off, indices will be displays in 25% of the time that a sorted index takes.

USING THE SCRATCH PAD

All operations concerning the scratch pad really deal with directing what would normally go to the printer, to an area of computer memory that is called the "scratch pad". To tell Micro Cookbook to route any print output to the scratch pad instead of the printer simply point to the "Output to the SCRATCH PAD" function by point direction and select the function by pressing the RETURN key or clicking the mouse. All print output will be directed to the scratch pad until one of the following situations occur:

- * Output is again directed to the printer
- * Micro Cookbook is ended.

Once Micro Cookbook has been told to direct output to the scratch pad, all print commands (CTRL P) and print functions will place the results in the scratch pad area.

To DISPLAY the contents of the scratch pad on the screen the VIEW function is provided on the pop-up window. To view the scratch pad point to the "VIEW scratch pad" function and select it by pressing the RETURN key or clicking the mouse.

To CLEAR the contents of the scratch pad area, the CLEAR function is provided on the pop-up window. To clear the scratch pad point to "CLEAR scratch pad" function and select it by pressing the RETURN key or clicking the mouse. If the scratch pad becomes full it should be cleared or printed and then cleared.

PRINTING THE SCRATCH PAD

To print the contents of the scratch pad a print function has been provided on the Main menu pop-up window. The entire contents of the scratch pad will be printed.

To print the scratch pad point to "PRINT the scratch pad" by point direction and select the function by pressing the RETURN key or clicking the mouse.

SAVING THE SCRATCH PAD

The contents of the scratch pad can be saved on a disk file. The file can then be read by another program or re-loaded back into the scratch pad in another Micro Cookbook session at a later time. This function is especially useful if several recipe images or shopping lists are desired to be passed to a word processing program to "spruce" them up, personalize them, change their format, or even communicate the file over a phone line.

To save the scratch pad on a disk file, the disk must first be placed in the default disk drive. Point to the "SAVE the scratch pad" function by point direction, and select the function by pressing the RETURN key or clicking the mouse. The program will prompt you to insert a diskette or provide a path by a pop-up dialogue box. The file will be saved on a file called SCRATCH.PAD.

LOADING THE SCRATCH PAD

The contents of a previously saved scratch pad area can be loaded into the current scratch pad by the LOAD function provided on the Main menu pop-up window. To load the scratch pad point to The "LOAD the scratch pad" function by point direction and select it by pressing the RETURN key or clicking the mouse.

A dialogue box will pop-up requesting the prefix of the file to be loaded or a diskette to be placed in the default disk drive. This path or diskette must contain a file called SCRATCH.PAD. The file will be loaded into the scratch pad area.

MICRO COOKBOOK SET-UP

To make the daily use of Micro Cookbook easier a basic configuration (set-up) can be defined. The information defined deals with the recipe files and which disk drives and/or paths each file resides. The priority of the RECIPE files can also be defined.

To configure Micro Cookbook, point to the "Micro Cookbook Set-up" function on the Application Environment window by point direction and select the function by pressing the RETURN key or clicking the mouse.

The set-up process will display a screen containing data input areas where files and paths for multiple Micro Cookbook RECIPE files can be defined. The blinking cursor will be positioned at the first data input area Drive/Path 1, which is where the primary RECIPE file resides.

Enter the number and/or drive path followed by the RETURN key. The cursor will advance to the next Drive/Path data input area. Fill in this area or bypass it by pressing the RETURN key. When the last data input area has been filled in, or bypassed, the Set-up will be finished and the SWITCH command on the Micro Cookbook will be fully operational and will automatically support switching of RECIPE files.

APPENDIX A: ERROR MESSAGES

Micro Cookbook provides messages by pop-up dialogue boxes detailing any error conditions encountered or program requests for additional information required to complete the function. To recover from most of these errors, and retry the request, simply enter any key.

Some error messages are the result of physical problems/constraints regarding the RECIPE diskette. These errors are more serious, and may require some corrective action in the near future. These messages are differentiated for informative messages by a trailing exclamation mark (!). If one of these messages is encountered, locate the message below and follow the corrective action.

AE MUST BE RESIDENT...TERMINATING!

problem: The program that is being attempted to run is an overlay to AE and cannot be run without AE.

solution: Run AE and try to run the program again.

AE.FIL MISSING...PROGRAM TERMINATING!

Problem: The definition of AE (AE.FIL) cannot be located on the default or specified disk drive.

solution: The AE.FIL must be located on the same disk as the AE software.

CLASSIFICATION LIMIT EXCEEDED!

problem: An attempt to store more than the maximum unique classifications on a RECIPE file has been made.

solution: Proceed with the entry/modification. Future retrievals may not produce accurate results. Modify recipe(s) to remove excess or redundant classifications.

CLASSIFICATION(S) NOT FOUND

problem: The classification being requested from an index does not exist on the RECIPE file.

solution: Check the classification spelling.

DATA INTEGRITY ERROR

problem: The RECIPE data retrieved is invalid. This is usually attributed to a physical I/O problem during a recipe entry, modification or reorganization.

solution: Remove the recipe and re-enter.

DISK I/O ERROR!

problem: A physical problem has been encountered while attempting to read or write from the disk drive. FATAL.

solution: Check the disk drive. Make sure the disk drive door is closed. Clean the disk drive heads. If the problem persists, see Appendix B regarding file maintenance.

DISK IS FULL!

problem: The RECIPE file does not have enough space for storage of the entered/modified recipe.

solution: Either create a new RECIPE file (Chapter 5), or see Appendix B regarding file maintenance.

INGREDIENT LIMIT EXCEEDED!

problem: An attempt to store more than the maximum unique ingredients on a RECIPE file has been made.

solution: Proceed with the entry/modification. Future retrievals may produce inaccurate results. Identify commonality in ingredient naming (synonyms, plurals, etc.). Create a new RECIPE file for additional storage.

INGREDIENT(S) NOT FOUND

problem: The ingredient being requested from an index does not exist on the RECIPE file.

solution: Check spelling.

INVALID RECIPE DISKETTE

problem: The RECIPE file/diskette inserted in the requested disk drive is not a valid RECIPE file.

solution: Remove the diskette. Replace with a valid one.

INVALID SOFTWARE DISKETTE

problem: The SOFTWARE diskette inserted in the requested disk drive is not a valid SOFTWARE diskette, it is missing files.

solution: Remove the diskette. Replace with a valid one.

INVALID DISK DRIVE

problem: A disk drive has been specified that does not exist.

solution: Re-specify a valid disk drive that exists.

INVALID DRIVE/PATH SPECIFIED!

problem: The requested drive/path is invalid. The path may not exist or the disk may be defective.

solution: Check the CATALOG to assure that the file name exists on the drive/path. Check the spelling and drive/path specification as presented by the SWITCH function.

INVALID RECIPE NAME

problem: The recipe name is blank.

solution: Re-enter the recipe name.

PRINTER NOT READY

problem: The printer is not turned on, is out of paper, or not functioning properly.

solution: Check the printer.

READY DRIVE X:

problem: Disk drive x should contain a diskette for loading or saving the scratch pad.

solution: Insert the diskette that the scratch pad file is on or is to be written on.

RECIPE NAME ALREADY IN USE

problem: The name of the recipe being entered or rename to already exists on the RECIPE file.

solution: Choose a new name.

RECIPE(S) NOT FOUND

problem: The recipe being requested does not exist on the RECIPE file.

solution: Check the spelling. Obtain an index of recipes and look for the name.

SCRATCH PAD FILE MISSING

problem: A load of the scratch pad file has failed because the file could not be found on the specified disk drive.

solution: Insert the diskette containing the scratch pad file in the requested disk drive.

SCRATCH PAD IS FULL

problem: The scratch pad is full..

solution: Print out the scratch pad, clear it and then redirect output to it again.

SHOPPING LIST FULL

problem: No more names can be put on the shopping list from the Recipe Pop-up Window.

solution: Run the Shopping List function.

SERIOUS INTERNAL ERROR!

problem: An internal problem with the software has been detected.

solution: Record the event. Report the problem to VIRTUAL.

UNABLE TO LOAD!

problem: The Micro Cookbook SOFTWARE or RECIPE diskette can not be read properly.

solution: Repeat the start-up process of Micro Cookbook. Make sure the SOFTWARE and RECIPE diskettes are in the proper disk drives.

UNABLE TO LOAD FILE!

problem: The requested file can not be loaded by AE.

solution: Re-start AE and retry.

APPENDIX B: RECIPE MAINTENANCE, REORGANIZATION

Micro Cookbook provides an easy and reliable means to store and retrieve recipes. It allows rapid searching of recipes by intelligently managing recipe data. On rare occasions, the RECIPE file or diskette may become damaged. This may happen due to an I/O error on the disk. Warning messages such as "DISK I/O ERROR!" will appear. Micro Cookbook provides a comprehensive recipe maintenance and reorganization facility which will attempt to remedy the problem.

Additionally, if the recipe file or diskette is full of data, it can easily be reorganized by this facility. Micro Cookbook will reclaim any unused space on the RECIPE file due to modifications and removals.

The Maintenance program must be run from the Application Environment, simply point to "Recipe disk Maintenance" on the AE window and select the function by pressing the RETURN key or clicking the mouse.

The Maintenance program will load and request that the RECIPE file or diskette be placed in the default disk drive. Insert the RECIPE file or diskette on the requested disk drive and type any key to proceed.

The Maintenance program will typically run for quite some time. Each phase of its operation will be reported on the screen. Any error conditions found will also be repaired and reported. If any space was reclaimed by the reorganization phase this will be reported as well.

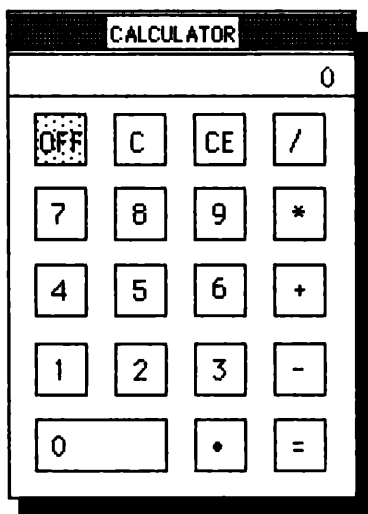
When the program has completed the diskette is again ready for use with Micro Cookbook.

NOTE: Before running the Maintenance program make a backup copy of the file or diskette being reorganized in the event something goes wrong.

APPENDIX C: THE CALCULATOR

The calculator supplied with Micro Cookbook and integrated with the Application Environment is an example of the "desk top" metaphores that can easily be built and supported by AE.

To use the Calculator function point to "CALCULATOR" on the AE window by point direction and select it by pressing the RETURN key or clicking the mouse.



The Pop-up calculator

The calculator can be run by both point direction or direct data entry. An example of direct data entry is as follows:

$$2*4=$$

the result of the calculation will be placed in the calculator window (below the word CALCULATOR).

When using point direction, simply point to the desired number or operator and press the RETURN key or click the mouse. To multiply 22 by 3.5 simply point to 2 (click), 2 (click), * (click), 3 (click), . (click), 5 (click) and = (click).

The keys on the calculator, and their meaning, are defined below:

OFF. To end the calculator function and return to AE, point to, or type OFF and click or press the RETURN key.

C. The C key clears the calculator's memory.

CE. The CE key clears the last numbers entered in the calculator display and does not affect the calculator's memory.

/. The / key means divide.

*. The * key means multiply.

+. The + key means add.

-. The - key means subtract.

=. The = key means result.

. is a decimal point.

